

ABSTRACT OF THE DISCLOSURE

Vertices of a polygon model M_0 are sorted into those on which rays are projected (visible-surface vertices M_{01}) and those on which rays are not projected (hidden-surface vertices M_{02}) based on normal vectors V_2 of the vertices of the polygon model M_0 and a light source vector V_1 , and shadow models (shadow volumes) M_1 , M_2 , M_3 are generated by moving the hidden-surface vertices in a direction of the light source vector V_1 . Shadow images can be easily created by applying stenciling to these shadow models.

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